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DUNE

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THE BATTLE FOR ARRAKIS

INSTRUCTION MANUAL

Virgin

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EPILEPSY WARNING

WARNING: READ BEFORE USING YOUR SEGA VIDEO GAME SYSTEM.

A very small percentage of individuals may experience epileptic seizures when exposed to certain light patterns or flashing lights. Exposure to certain patterns or backgrounds on a television screen or while playing video games may induce an epileptic seizure in these individuals. Certain conditions may induce undetected epileptic symptoms even in persons who have no history of prior seizures or epilepsy. If you, or anyone in your family, has an epileptic condition, consult your physician prior to playing. If you experience any of the following symptoms while playing a video game—dizziness, altered vision, eye or muscle twitches, loss of awareness, disorientation, any involuntary movement or convulsions—IMMEDIATELY discontinue use and consult your physician before resuming play.

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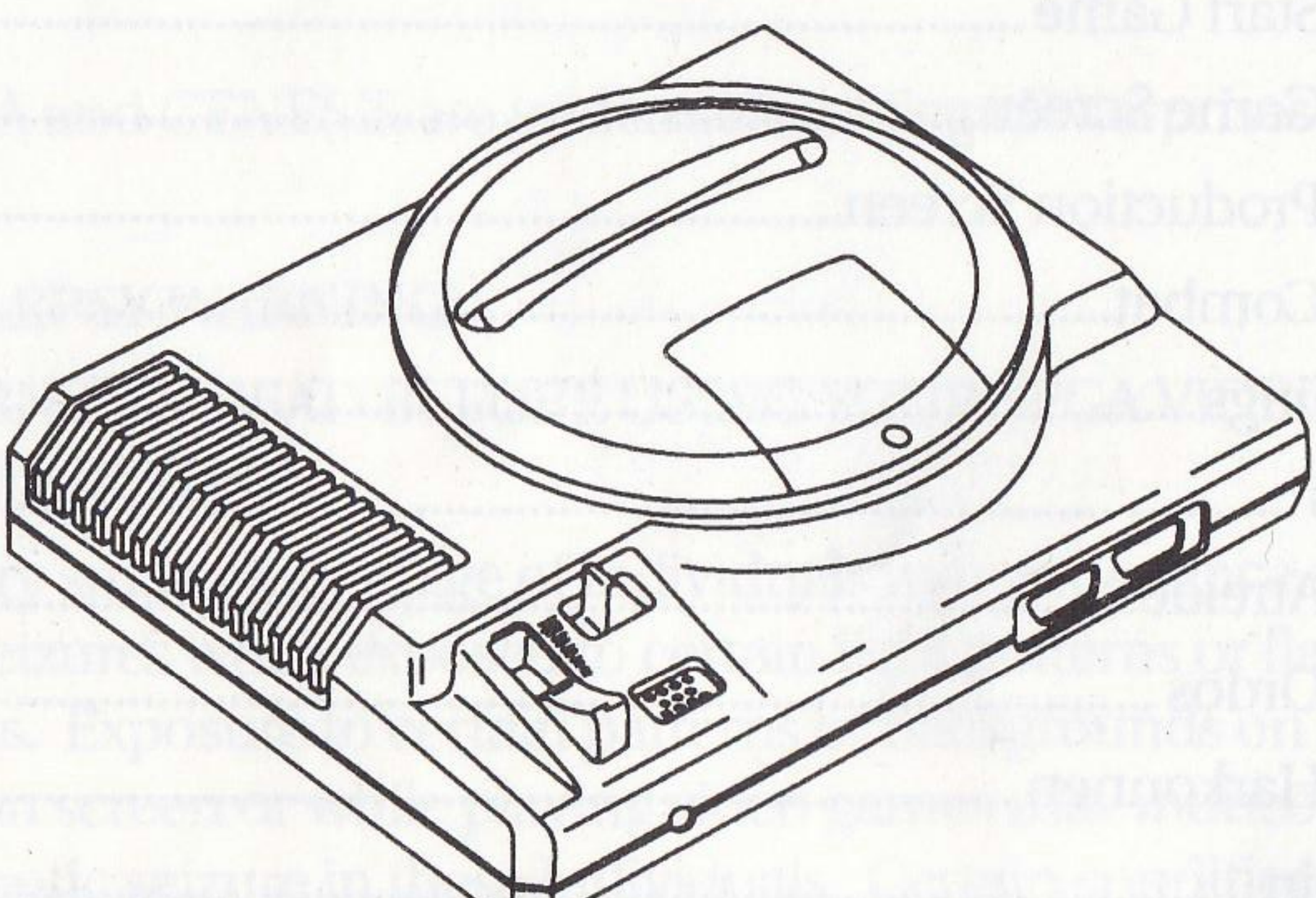
STARTING UP

1. Set up your Genesis system as described in the instruction manual. Plug in Control Pad 1.
2. Make sure the power switch is OFF. Insert the cartridge into the console and press down firmly.
3. Turn the power switch ON. In a few moments, the Sega screen will appear.
4. When the *Dune: Battle for Arrakis* title screen appears, select "Start Game" and press A.

IMPORTANT: Always make sure the Sega Genesis system is turned OFF when inserting or removing a Genesis cartridge.



HANDLING YOUR CARTRIDGE

The Sega Genesis Cartridge is intended for use exclusively with the Sega ™ Genesis™ System.

- Do not bend it, crush it, or submerge it in liquids.
- Do not leave it in direct sunlight or near a radiator or other source of heat.
- Be sure to take an occasional recess during extended play, to rest yourself and the Sega Cartridge.

Warning to owners of projection televisions: Still pictures or images may cause permanent picture-tube damage or mark the phosphor of the CRT. Avoid repeated or extended use of video games on large-screen projection televisions.

THE BATTLE FOR ARRAKIS

To: Field Commander
From: House Command Post
Order: 263 Alpha-Bravo
Mission: Conquer the planet Arrakis.

All attempts at subterfuge and delicate negotiation have failed. This House wants Arrakis, and the Emperor will not give it to us. We must take it by force!

Our spies report that at least two competing Houses are also contending for conquest of this planet. You are to meet their forces and crush them. Tolerate no resistance. Take no prisoners.

Your objectives will be assigned by smaller field commands. As you grow in skill and power, more troops and resources will be assigned to your command. Establish our House's dominion in each sector. Harvest the spice and build field bases. Once you have established control of your assigned territory, you will move on to bigger and harder commands, until the planet is ours.

As you harvest the spice, it will immediately be converted into credits by Refineries. Use these credits to build up your resources. House Command will supply you with additional troops from time to time, and a Mentat advisor has been assigned to help you throughout your mission. But for the most part, you're on your own. Rely on your wits, heed your Mentat, build strong bases and troops, and harvest as much spice as you can.

Failure is not an alternative, Field Commander. We must have Arrakis!

TAKE CONTROL!

Here's how to use the Genesis Control Pad:

BUTTON A

In Game Screen

- Selects unit or building targeted by cursor.
- Pressing A twice over a building brings up the Production/Building Screen.

In Production/Building Screen

- Begins construction of selected item.

In Options Screen

- Toggles music, sound and radar on and off.

In Tutorial

- Advances Tutorial more rapidly.

In all other selection screens

- Accepts the selected option.

BUTTON B

In Game Screen

- Begins construction of unit or building in Command window.
- Cancels targeting cursor after a unit has been selected.
- Cancels placement grid when placing a building.

In Options Screen

- Toggles music, sound and radar on and off.
- Plays selected score or sound effect.

In Tutorial

- Advances Tutorial more rapidly.

In all other selection screens

- Accepts the selected option.

BUTTON C

In Game Screen

- Speeds up cursor movement, if held down while moving the D button.

In all other selection screens

- Accepts the selected option.

DIRECTIONAL BUTTON (D-BUTTON)

In Game Screen

- Moves the cursor in any of eight directions.

In Options Screen

- Moves left/right to scroll through music and sound tests.

In Menu, Selection and Password Screens

- Moves selection cursor through items.

START BUTTON

In Game Screen

- Goes to Options Screen, pauses game.

In Options Screen

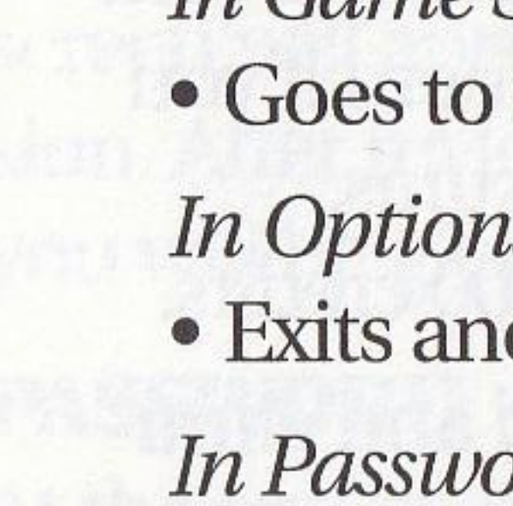
- Exits and returns to previous screen.

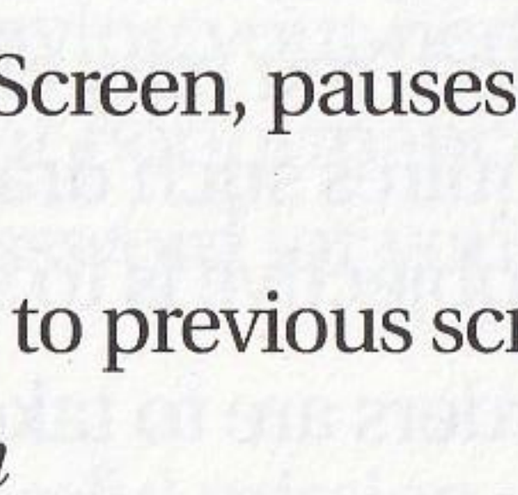
In Password Screen

- Exits and returns to Options Screen.

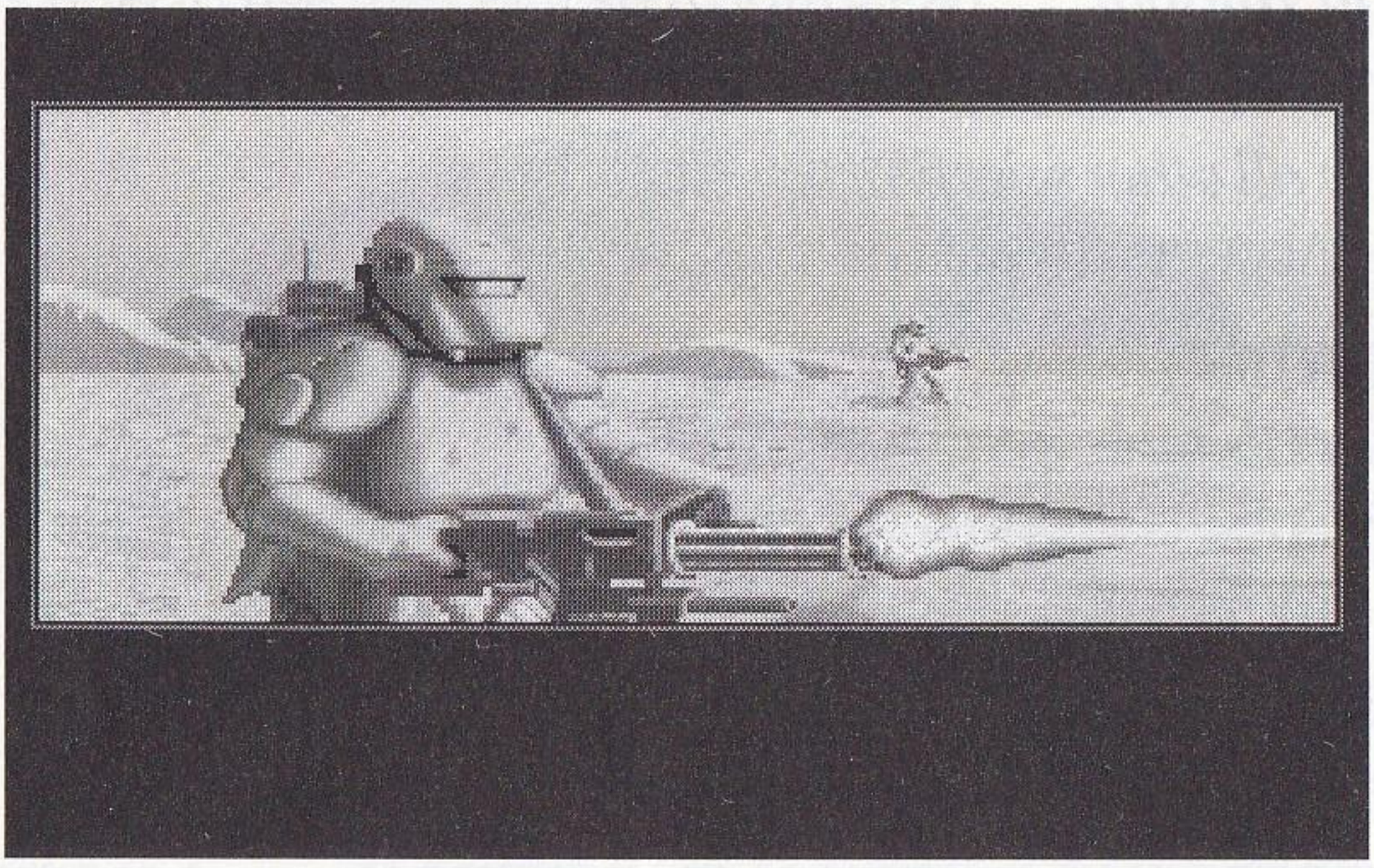
In Tutorial

- Exits Tutorial.





THE BATTLE!



During the first two scenarios your objective is to harvest a set spice quota. At this early stage in the battle for Arrakis, gathering spice sets the stage for future battles.

In Scenario 1, you must harvest 1000 credits of spice. Expect minor interference from the enemy.

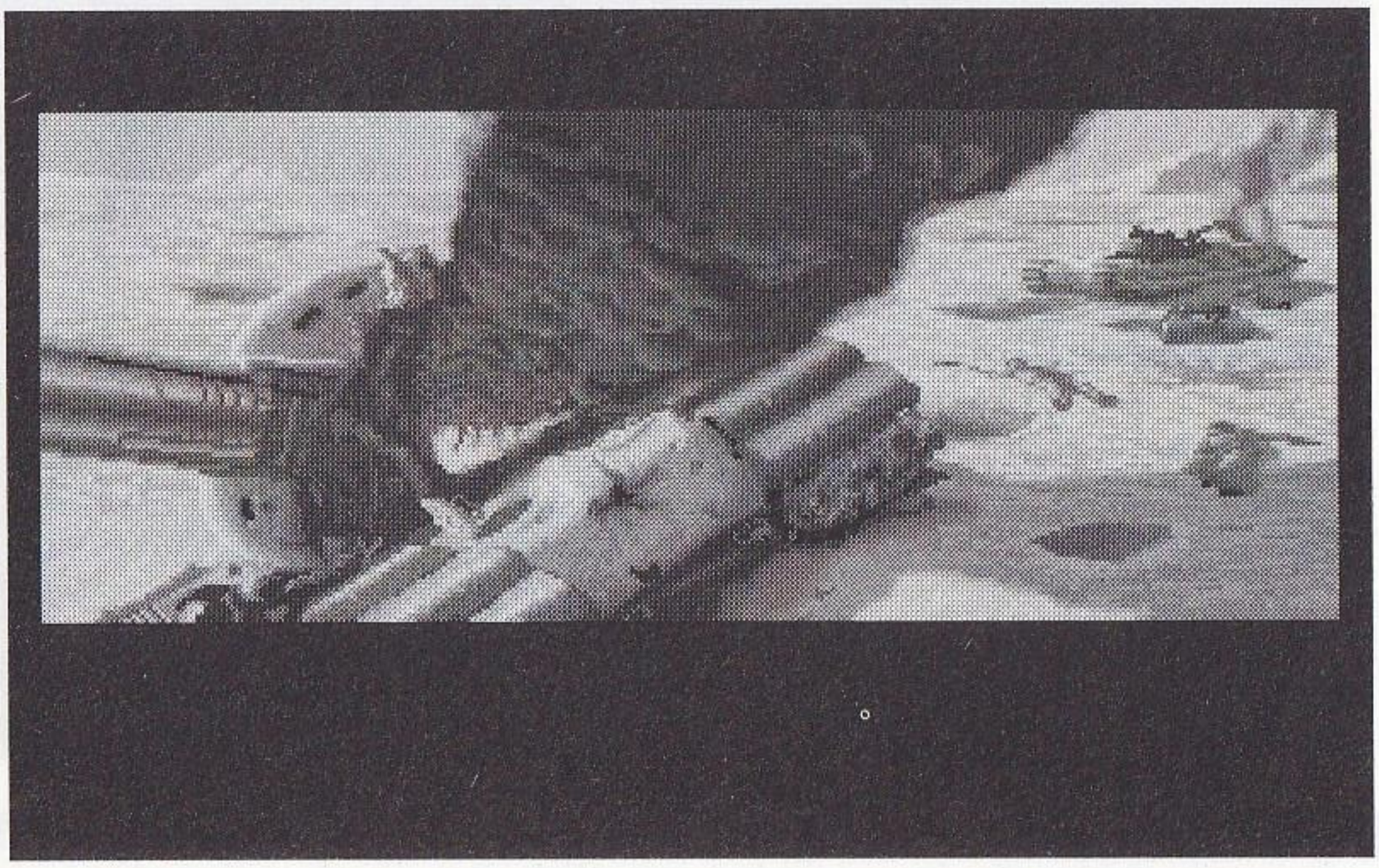
In Scenario 2, you must harvest 2700 credits of spice. The enemy will probably have a base in the sector and will compete with you for the spice. You may eliminate them if you believe your mission requires such drastic measures. However, your primary objective is to secure 2700 credits.

After Scenario 2, your orders are to take the field and eliminate all enemies.

VICTORY!

When you meet your mission's objectives, you will be honored by your House with a promotion in rank, more troops and resources to command, and a different battlefield. Remember, your ultimate goal is to take the entire planet—so don't rest on your laurels until the war is won!

THE BATTLE!



DEFEAT!

Let's not dwell on this, all right? You will fail your mission if all of your buildings are destroyed. You will then be given the chance to replay that mission over again. You must successfully complete a mission before moving on to the next.

THE SCORE

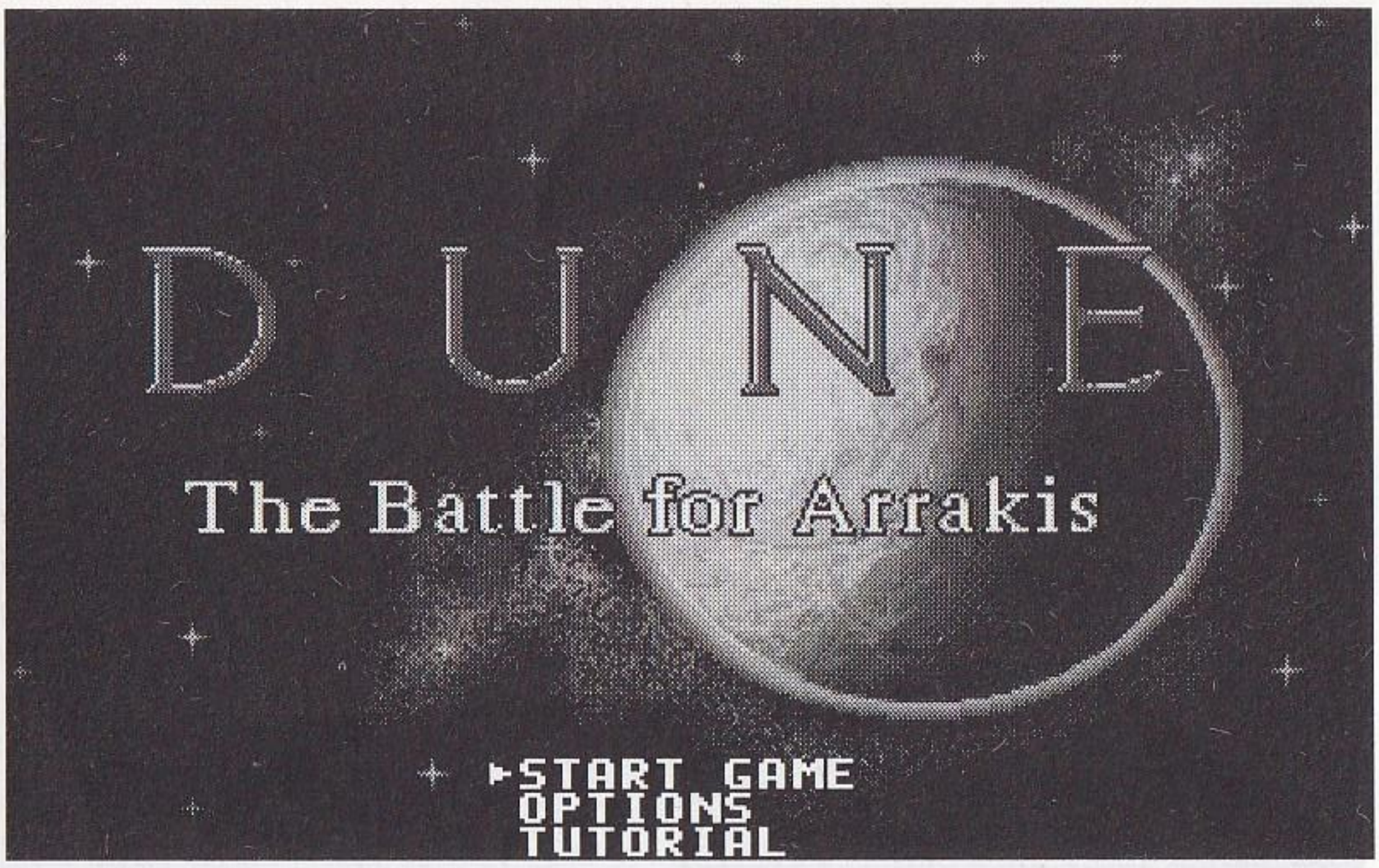
After you have successfully completed a mission, the score screen will appear displaying your performance for that mission. After reviewing your performance, press a button and you will be given the password for your new command.

PASSWORD

At the end of each successful mission you will be given a ten-letter password. At this time you can press A to continue playing. If you want to stop now and return to the game later, write down the password.

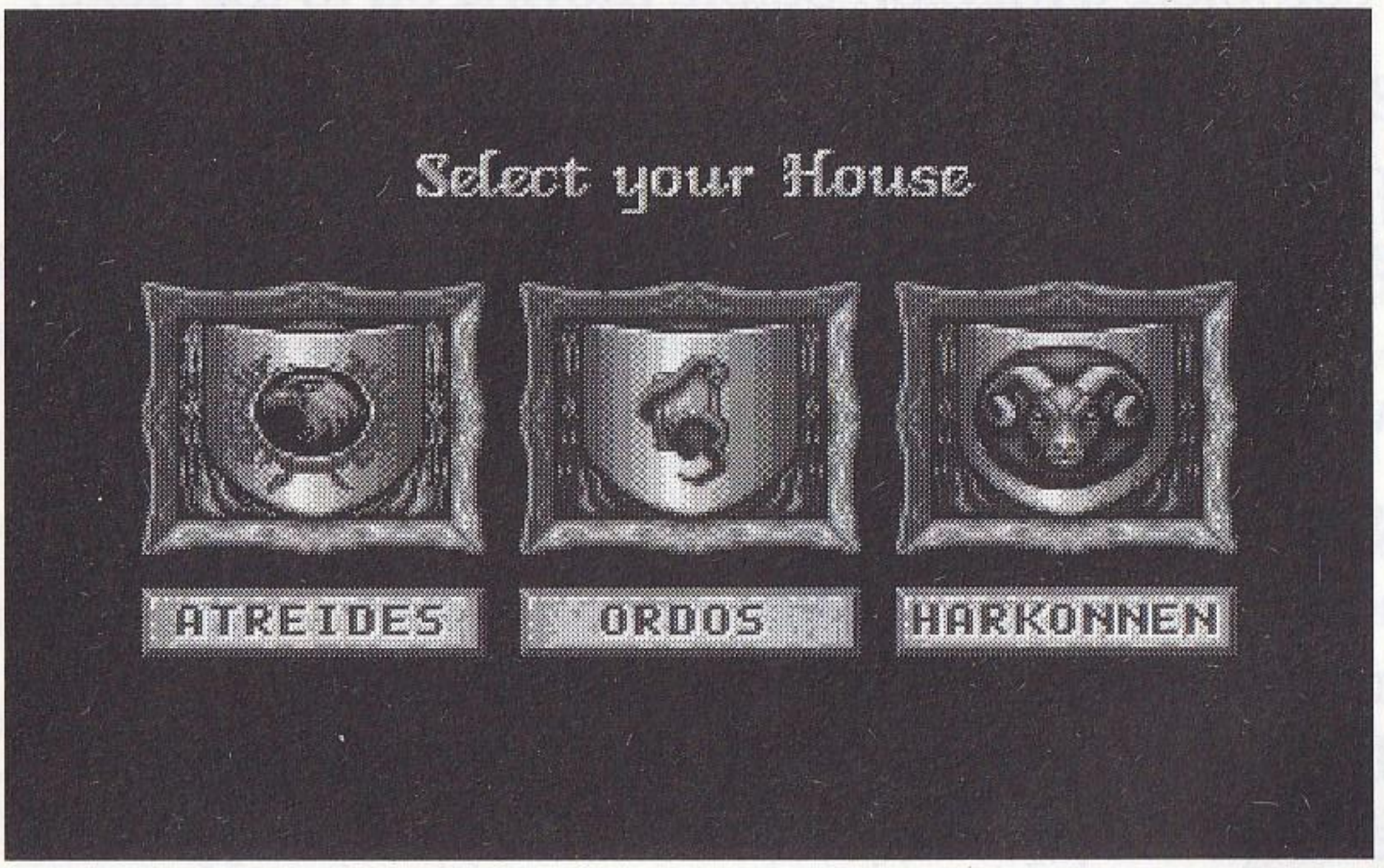
NOTE: You must successfully complete your current mission to obtain a password for the next mission.

HOW TO PLAY



TITLE SCREEN

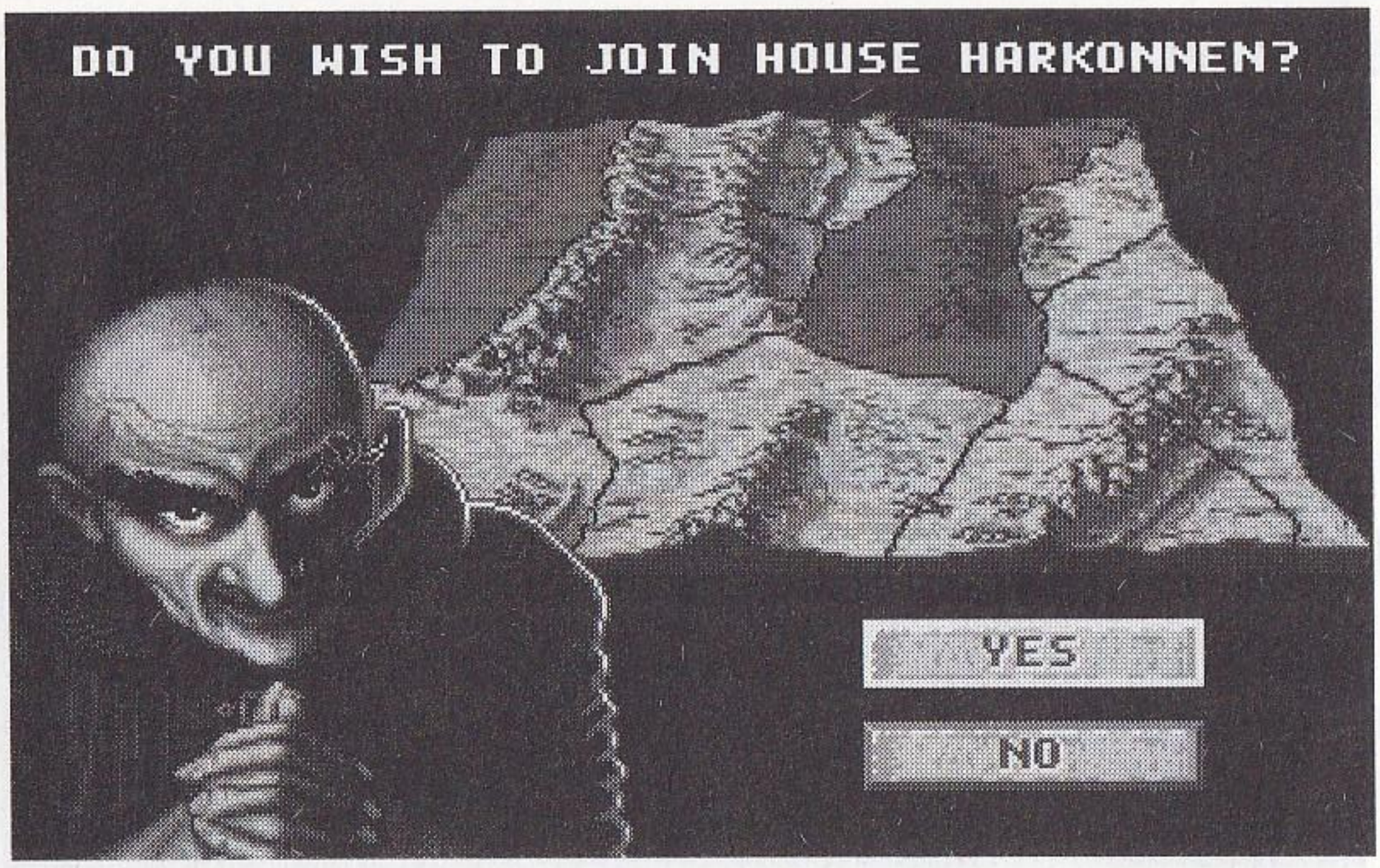
At the title screen, the following options will appear: START GAME, OPTIONS, TUTORIAL. Press the D button up or down to move the cursor through the options. Select START GAME to begin playing. Select OPTIONS to enter a password, toggle music, radar, and sounds, or to test music and sounds. Select TUTORIAL to get a quick lesson on how to play the game. Press button A to enter your choice.



START GAME

House Selection Screen: After you choose Start Game you will be presented with three Houses to choose from. Press the D button left or right to move the cursor to the desired selection and press button A to enter your selection.

HOW TO PLAY



House Mentat

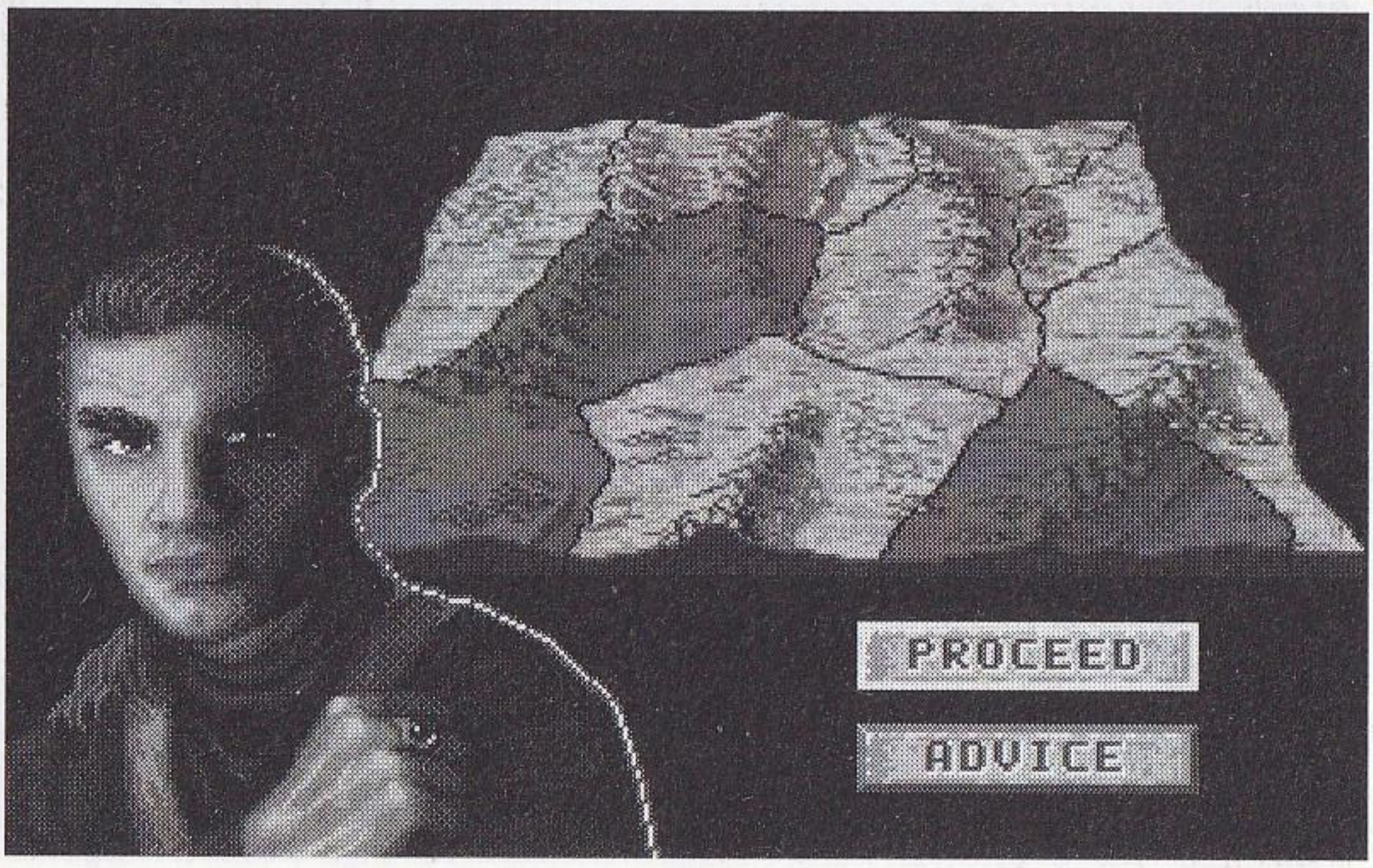
After you select a House, the House's Mentat will appear and give a description of the House. You may then accept the House or choose another. Press the D button up or down to move the cursor to YES to accept or NO to choose another. Then press button A.

House Atreides: The rule of the Atreides has always been known as fair and just. They are anything but "soft," however. In order to protect those whom they rule, the Atreides have developed a strong, effecient military that wins by playing fair. Blue is the field color for House Atreides.

House Ordos: Trickery and deception have long been the rule in House Ordos. Only when they have been pushed to their limit will the Ordos take to open conflict rather than their preferred subterfuge. Even in open combat the Ordos never abandon their clever, sneaky ways. Green is the field color for House Ordos.

House Harkonnen: The Harkonnen rule their territories with an iron fist. In a Harkonnen command, there is no room for weakness. Compassion is never an excuse for failure. Impatient and brutal, the Harkonnen always choose the open fight. Red is the field color of the Harkonnen.

HOW TO PLAY



Meet Your Mentat: After accepting a House, you will be introduced to your Mentat. Trusty aide and confidant, your Mentat is there to remind you of your objectives for the current mission and offer helpful advice.

Press the D button up or down to move the cursor to ADVICE to receive the advice or PROCEED to get right into the game. Then press button A. This will take you into the mission.

OPTIONS SCREEN

Press the D button up or down to move the arrow to the different options.

Music Is: Press the A button to toggle the music ON or OFF.

Sounds Are: Press the A button to toggle the sounds ON or OFF.

Radar Is: Press the A button to toggle the radar ON or OFF.

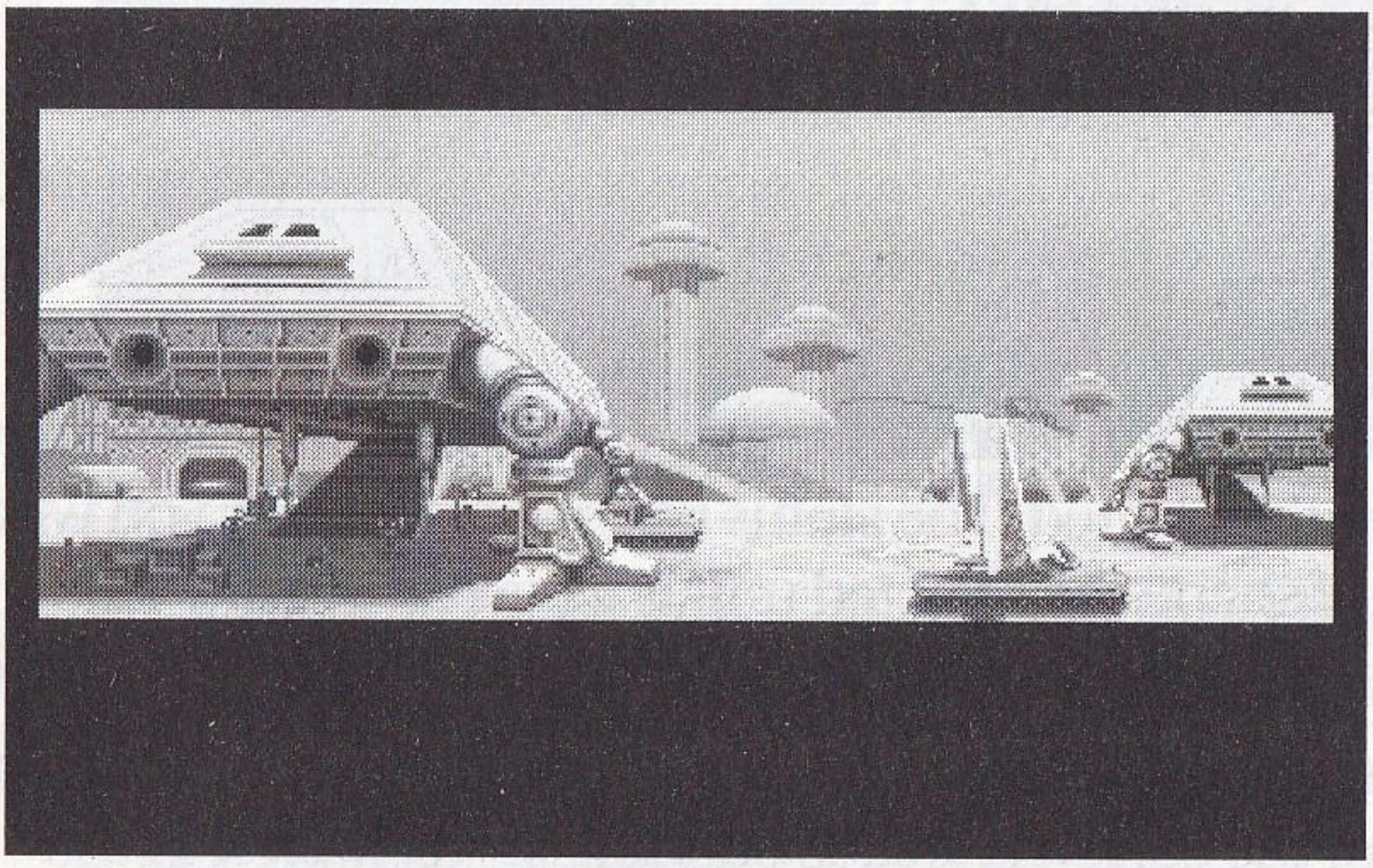
Music Test: Press the D button left or right to scroll through the different music scores. Then press the A button to start the music.

Sound Test: Press the D button left or right to scroll through the different sound effects. Then press the A button to hear the sound effect.

Enter Password: When you finish a mission you are given a password for the next mission. To start that mission, you must enter the appropriate password. On the Password Screen you will see an alphabet and a Password box below it.

1. Press the D button to move the cursor to the desired letter of the password. Then select that letter by pressing button A. That letter will now appear in the Password Box. Repeat this step until you have entered the entire password.
2. To make corrections to your password, select the left or right arrows in the alphabet to move the cursor in the Password Box.
3. Once you have entered the password, select END and press button A. The game will resume at the start of that mission.

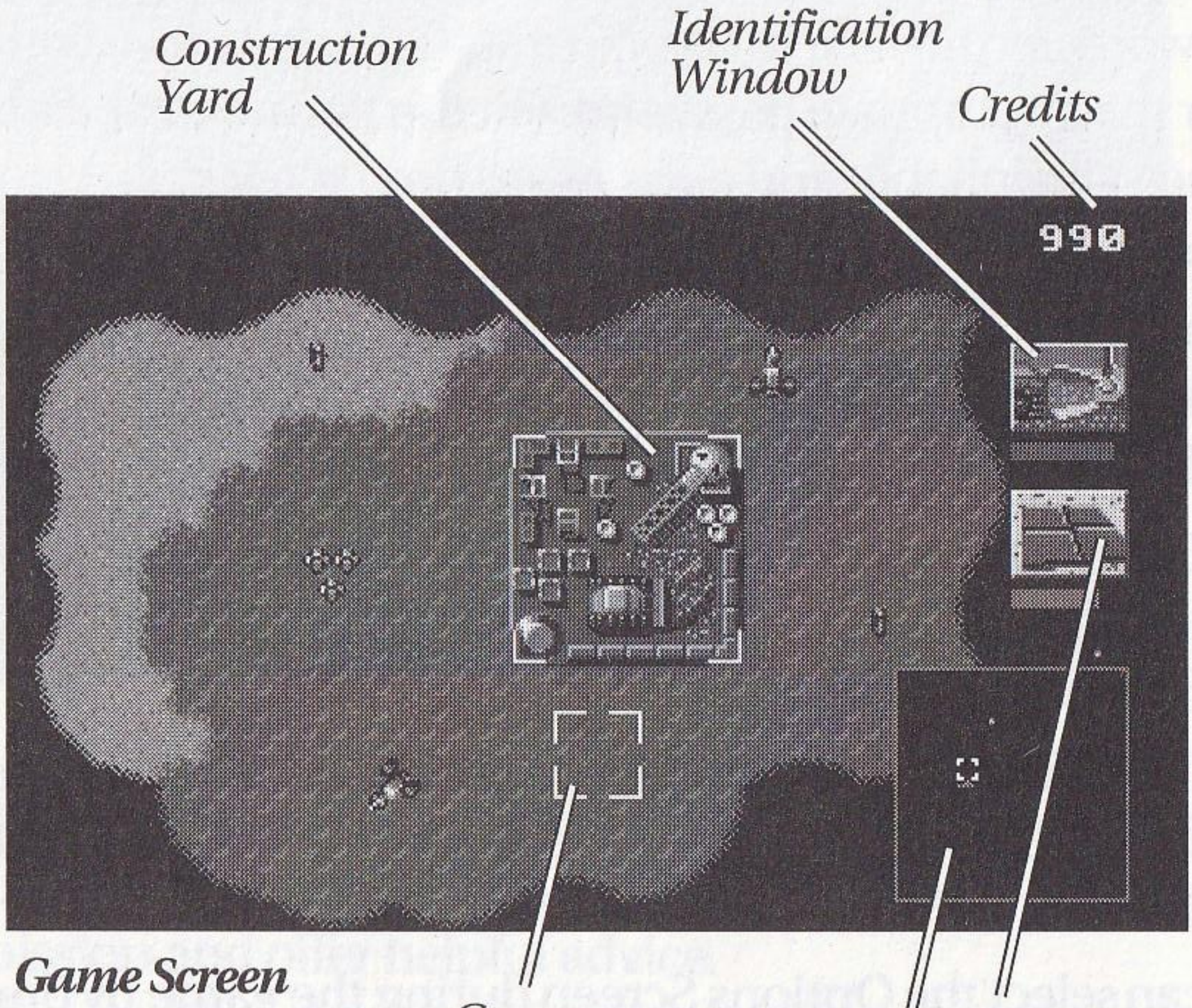
You can select the Options Screen during the game by pressing the START button. If so, you also have the following options:



Restart Mission: Restarts you at the beginning of the current mission.

Pick Another House: Brings up the House Selection Screen. When you choose a House from here, you will begin again from Mission 1.

HOW TO PLAY



GAME SCREEN

Cursor: Allows you to select units and buildings.

Credits: Credits are your money on Dune. Gain credits by harvesting spice. Spend credits on building structures and units, and fixing your base.

Identification Window: Tells you which unit or building is currently selected. The status bar below it shows you what kind of shape the selected unit is in: green is okay, yellow means significant damage, red is about-to-explode critical.

Command Window: Shows you the selected production unit of the currently active building, as displayed in the Identification Window. Press B to build the unit.

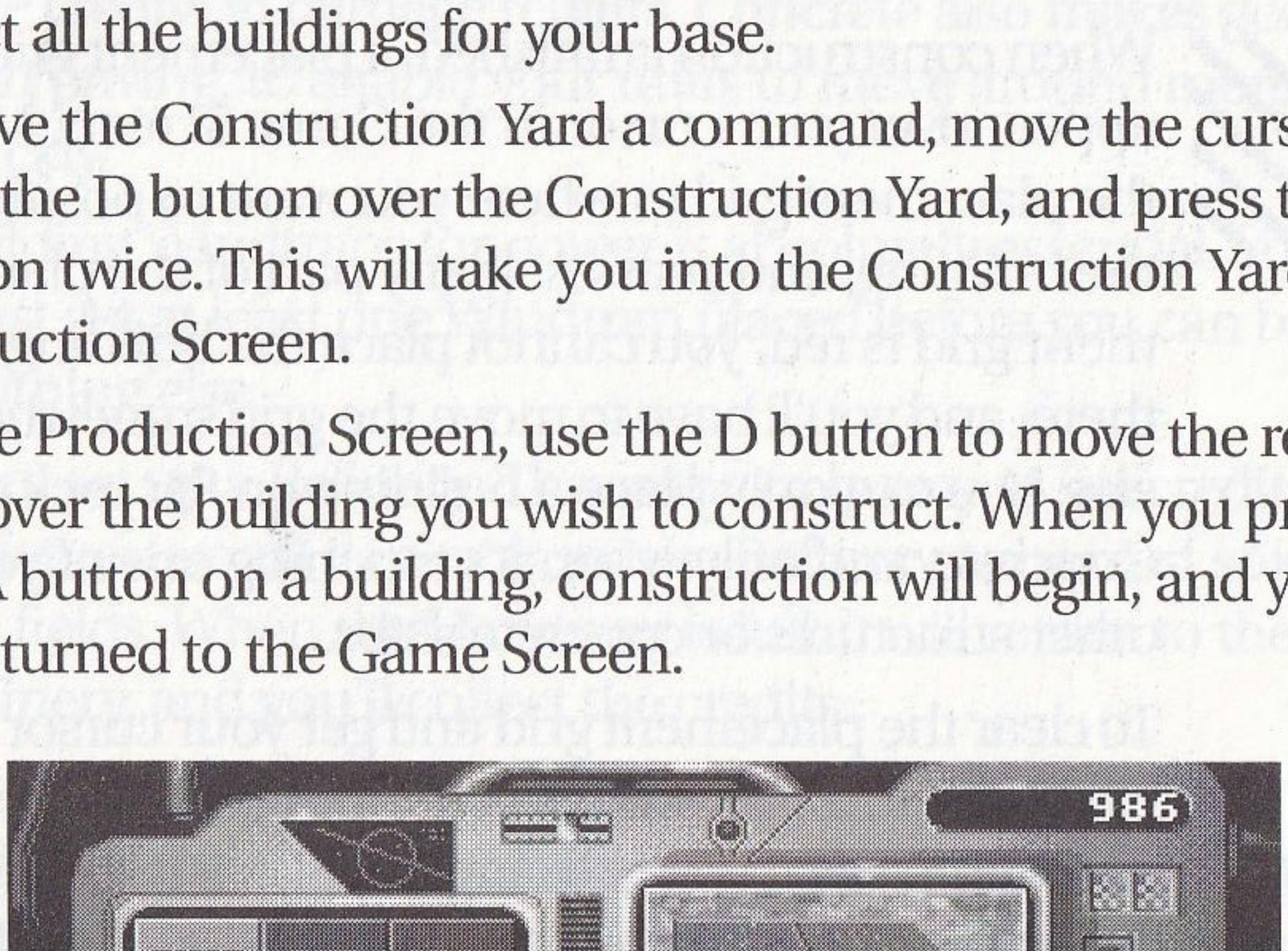
Radar: Allows overview of the game map. Your base will always be shown in House colors. The small white cursor echoes the cursor on the main game screen. When you get the Outpost on your base, the Radar will show the location of all your units, all enemy units, and what areas you've uncovered.

CONSTRUCTION

At the beginning of every mission you have only a Construction Yard. You will use the Construction Yard to construct all the buildings for your base.

To give the Construction Yard a command, move the cursor with the D button over the Construction Yard, and press the A button twice. This will take you into the Construction Yard's Production Screen.

In the Production Screen, use the D button to move the red box over the building you wish to construct. When you press the A button on a building, construction will begin, and you'll be returned to the Game Screen.



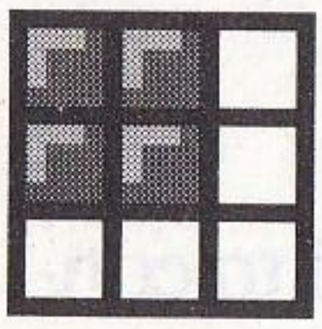
Construction Yard Production Screen

This tells you how much it costs to construct that building. If you don't have enough credits to build it, you can still order construction (by pressing A), but construction won't finish until you get more credits.

When this number is negative, the building consumes power. When positive (as for the Windtrap), the building provides power.

This tells you how much shielding the building has, how well the building can withstand attacks.

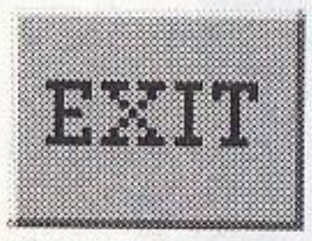
HOW TO PLAY



The grid in the lower right corner of the picture in the Production Screen tells you how large that building is.

When construction is finished, a placement grid will appear over your cursor in the Game Screen. Move the placement grid to where you want to position the building, and press A. If any part of the placement grid is red, you cannot place the building there, and you'll have to move the grid somewhere else. You can only place a building on flat rock or Concrete, and only when it's touching one of your other structures or concrete slabs.

To clear the placement grid and get your cursor back, press B. This will let you order units to move out of the way if you're trying to place a building. Select the Construction Yard by pressing the A button to get the placement grid back.



This will take you back to the Game Screen without commanding a building to be constructed.

This will halt construction or repair of a building. You might want to use this if you're running low on credits and have some kind of construction going on in other buildings. Stop construction to free credits for use on other production.

This will repair the damage to the Construction Yard. Enemy attacks, lack of power, and weather erosion all contribute to damaging the building. If the Construction Yard is damaged, production will run slowly. Too much damage will destroy the Construction Yard.

This will upgrade the building so that it can produce a special building or unit. Not all buildings will require upgrading, and some can be upgraded more than once.

When you're just getting started...

- Concrete slabs, when laid down as the foundation for a building, slow down erosion and weather damage, and can save credits in damage repairs. Concrete also makes good road paving, to enable your units to move around more quickly.
- Building Windtraps for power is absolutely essential. You must get at least one Windtrap placed before you can build anything else.
- Next, set up a Refinery. This is the only way to get credits. A Harvester will deploy from the Refinery to harvest spice in the fields. When the Harvester is full, it will return to the Refinery, and you'll collect the credits.
- When your spice quotas exceed 1000, build Silos. Each Refinery and Silo, when fully repaired, can store up to 1000 credits of spice. If your spice credits exceed storage space, you'll lose the credits.

PRODUCTION SCREEN

To see a building's Production Screen, move the cursor (with the D button) over the building and press A twice. Within the Production Menu, move the red cursor box with the D button and press A to select the item.

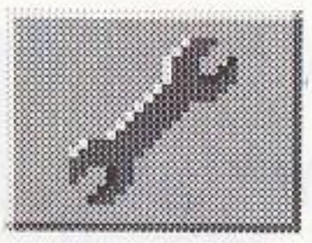
Production Screen

This will take you back to the Game Screen. If there are Production Options, selecting EXIT will return you to the Game Screen without ordering unit production.

This will halt any construction, upgrading, or repair of units. You might want to use this if you're running low on credits and have some kind of construction going on in other buildings. Stop construction so that credits will be free to use on other production.

This will repair the damage to the building. Enemy attacks, lack of power, and weather erosion all contribute to damaging the building. When you move the cursor over the FIX button, a damage bar shows you how damaged the building is.

If the building is damaged, the function of the building suffers. Too much damage will destroy the building.



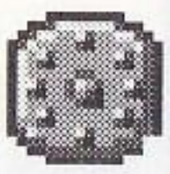
This will upgrade the building so that it can produce a special unit. Not all buildings will require upgrading, and some can be upgraded more than once.

Unit Production

If the building produces units, select the unit and press A to begin construction. Select the Wrench to upgrade the building. When you move the cursor over the unit, you'll get information on that unit:

How much it costs to produce the unit.

The unit's armament. How much firepower that unit has.



The unit's shielding, its protection against damage.

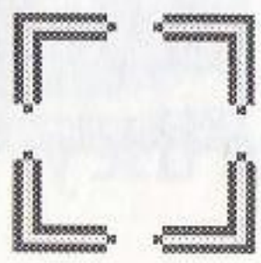
There is a limit to the total number of units you may have on the field at any given time.

Starport Screen

In later missions, when you build a Starport, you'll have the option to purchase units instead of building them yourself. Instead of a Production Screen, you'll have an Order Screen. Use the D button to scroll through the purchase options. Once you select the unit you wish to purchase, the credits will automatically be deducted. It takes a few moments for the frigate to bring in your order from the orbiting Starport. During that interval, if you wish, you can re-enter the Starport and order more units, which will arrive with the frigate.

Note that Starport prices and quantities can vary. Also, the stock for each type of unit is limited, but may be replenished during the mission.

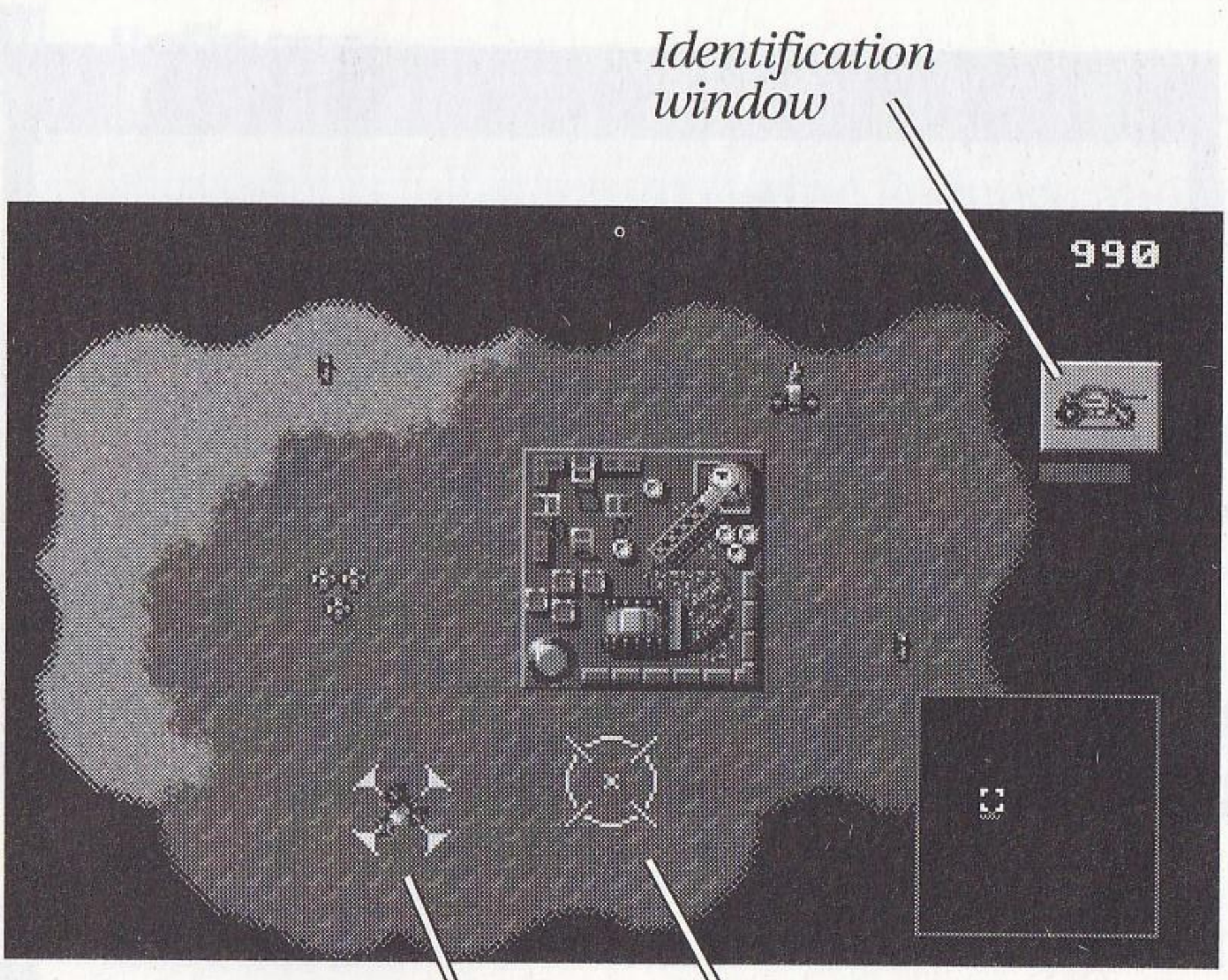
COMBAT



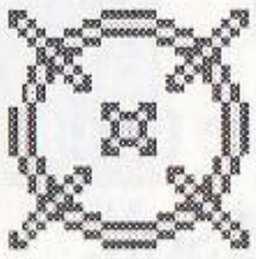
Cursor

Ordering Units

To give a unit an order to move or attack, move the white box cursor with the D button over the unit, and press A. The white box cursor becomes a targeting cursor.



Game Screen



Targeting Cursor

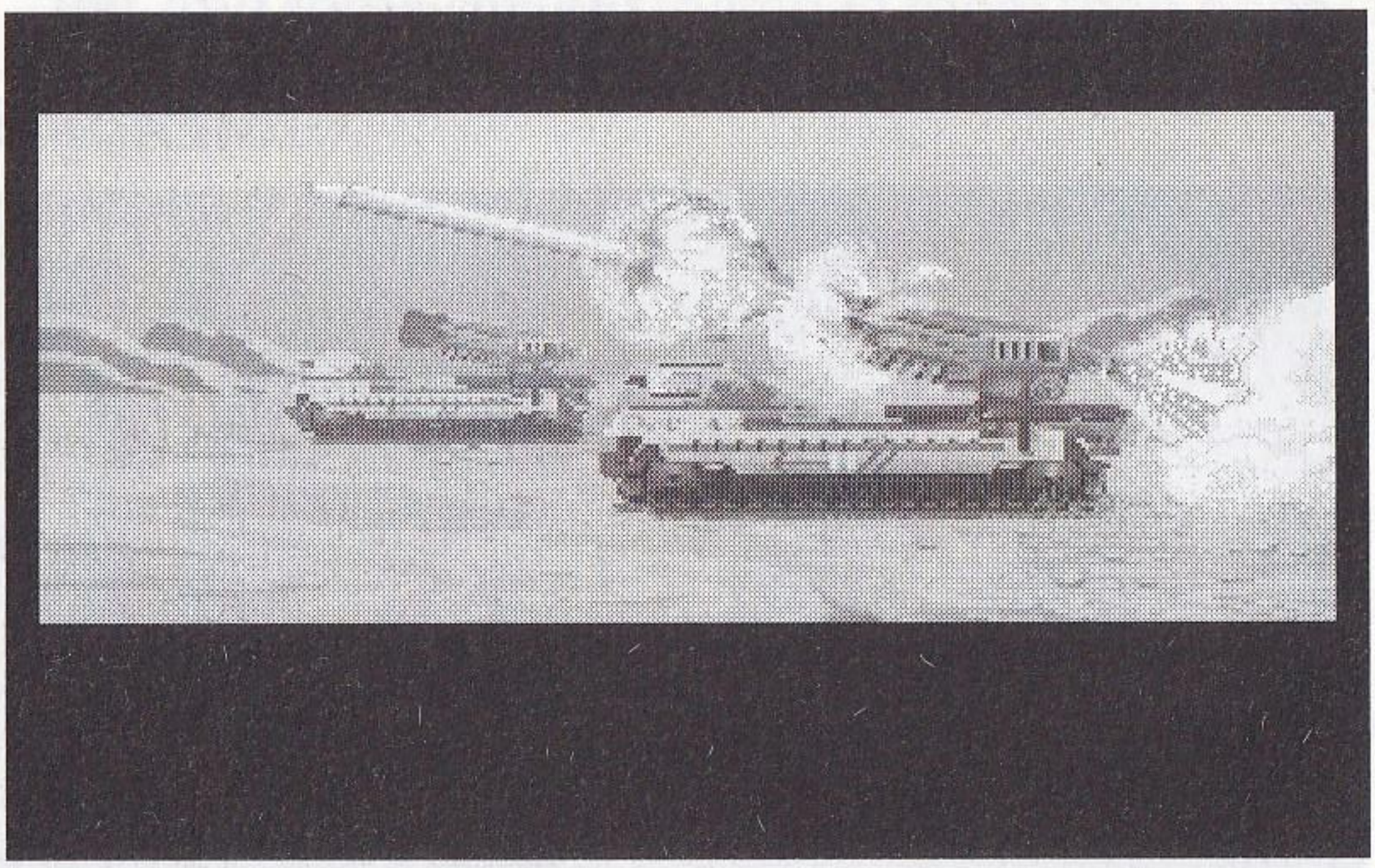
(To de-select the unit, press B.) Then, move the targeting cursor to another unit or a location, and press A. If the target is a location, the unit will move to that location. If the target is an enemy unit, the first unit will attack it.

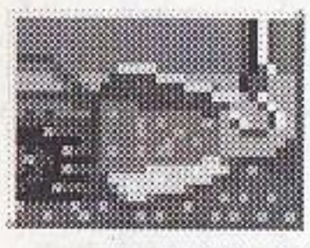
If a unit has no orders, it will go into guard mode. Any enemies that come within your unit's range will be fired upon automatically.

Taking Over

To attack an enemy's buildings, target the building. Destroying all the enemy's buildings—wiping your enemy from the map—is the objective of most of your missions.

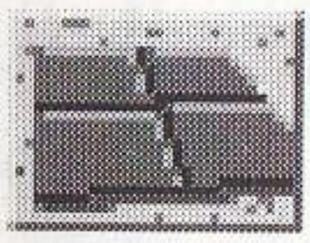
It is possible to capture some of the enemy's buildings. Move the cursor to the enemy's building and press A to get a damage status bar for that building. When the status bar is red, send ground Infantry or Troops into the building. Once they enter, the building is yours!





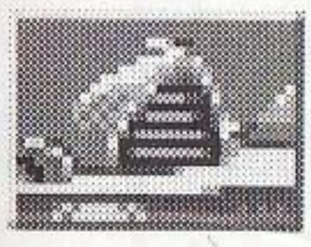
Construction Yard

Constructs all the buildings for your base. You begin every mission with one Construction Yard. In later scenarios, you can build the Mobile Construction Vehicle (MCV), which can set up another Construction Yard at a remote location.



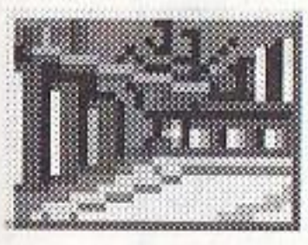
Concrete

Provides a solid foundation for your buildings. If you lay Concrete down before you place a building, the building will suffer less erosion and weather damage. Also use Concrete to patch blast holes in the rock.



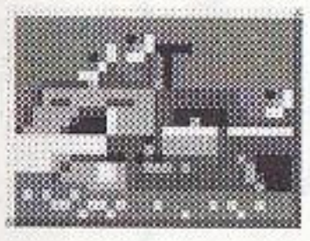
Windtrap

Generates power for your base. This is the first thing you must build in every mission. As your base grows, you'll require more power, and thus need to build more Windtraps.



Refinery

Dispatches a Harvester to gather spice. When the Harvester is full, it returns to the Refinery, and the spice is converted into credits.



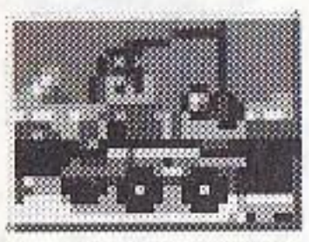
Outpost

Activates the Radar window, which allows you to track the movements of your enemy. If you are low on power (and don't have enough Windtraps), your Outpost radar is the first thing to go down. You have to have an outpost to be able to produce certain units in the Vehicle Factory or Hi-Tech, or to build Barracks.

Barracks

Produces Troops, Infantry, Troopers, and Soldiers, depending on the House. Requires upgrades.

BUILDINGS

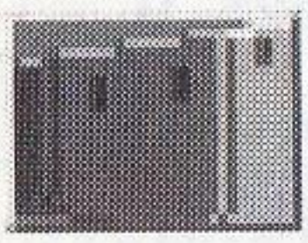


Vehicle Factory

Produces Harvesters, MCVs, Trikes, Quads, and Tanks, depending on the House. Requires upgrades. See Hi-Tech.

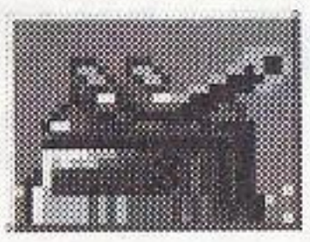
Spice Silo

Stores up to 1000 credits worth of spice. When damaged, storage capacity may be reduced.



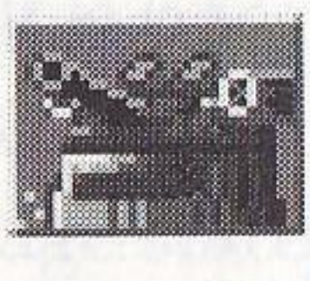
Wall

Provides limited static defense for your base.



Turret

Fires on any enemy units within close range.

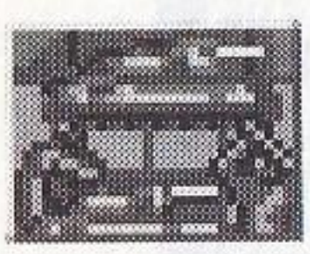


Rocket Turret

Fires missiles at any enemy units at long range. Requires upgrade to Construction Yard in Mission 6.

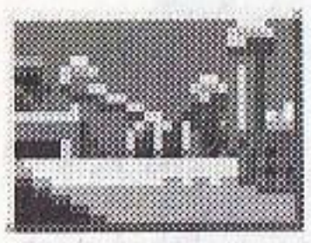
Hi-Tech

Produces Carryalls and Ornithopters, depending on the House. Requires an upgrade to get Ornithopter. Allows construction of special units in Vehicle Factory in later missions.



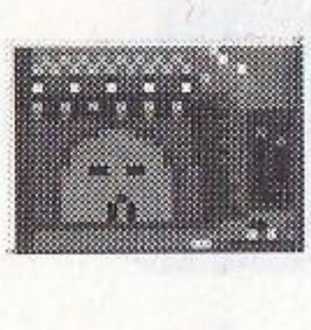
Repair Facility

Repairs damaged units. The cost varies with the extent of the unit's damage.



Starport

Allows you to purchase units at varying costs, within limited stock.



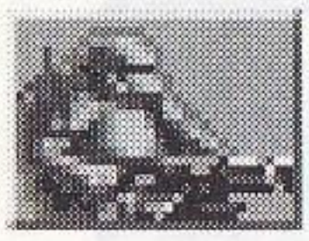
Palace

Launches special attacks for each House: Atreides can summon Fremen troops; Ordos can deploy Saboteurs; Harkonnen can launch Death Hand missiles. An interval of time must pass between each use of the Palace.

Structure	Cost	Power	Shield	Size	Prerequisite	1st Mission Available
Construction Yard	—	—	800	2x2	none	1
Concrete	15	0	40	2x2	Construction Yard	1
Windtrap	300	100	400	2x2	Construction Yard	1
Refinery	400	-30	900	3x2	Windtrap	1
Outpost	400	-30	1000	2x2	Windtrap	2
Barracks (Soldier)	300	-10	600	2x2	Outpost	2
Barracks (Trooper)	400	-20	800	2x2	Outpost	2
Vehicle Factory	400	-20	800	3x2	Refinery	2*
Spice Silo	150	-5	300	2x2	Refinery	2
Wall	50	—	140	1x1	Outpost	4
Turret	125	-10	250	1x1	Outpost	5
Rocket Turret	250	-20	500	1x1	Outpost	6
Hi-Tech	500	-35	1000	2x2	Vehicle Factory, Outpost	5
Repair Facility	700	-20	1800	3x2	Vehicle Factory, Outpost	5
Starport	500	-50	1000	3x3	Refinery	6
Palace	999	-80	2000	3x3	Starport	8

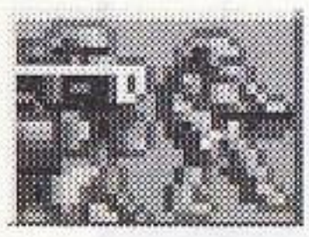
**The Vehicle Factory is first available to House Harkonnen in Mission 3.*

UNITS



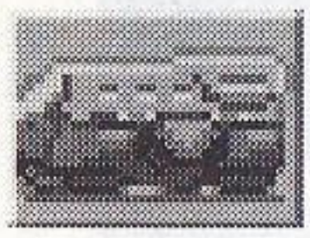
Soldier

Ground units for the Atreides and Ordos. Soldiers can take over enemy buildings under proper conditions. Upgrade to form Infantry.



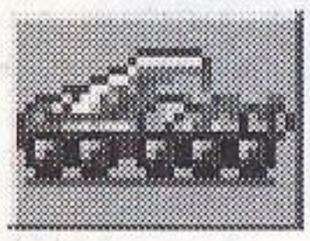
Trooper

Ground units for Harkonnen and Ordos. A Trooper can take over enemy buildings under proper conditions. Upgrade to form Troopers.



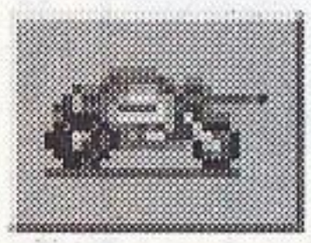
Harvester

Harvests spice once you have a Refinery. In later missions, Harvesters can be built by Vehicle Factories.



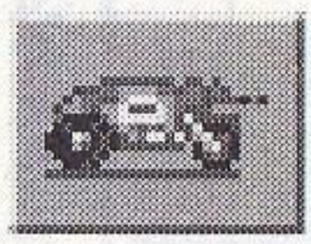
MCV

Can be deployed to set up another Construction Yard at a remote location. To deploy, press A twice with the cursor over MCV. The countdown timer will start. To cancel during the countdown, reselect the MCV by moving the cursor over it and pressing the A button. Then, press A again to stop deployment. An MCV must be deployed on rock clear of vehicles or other obstacles.



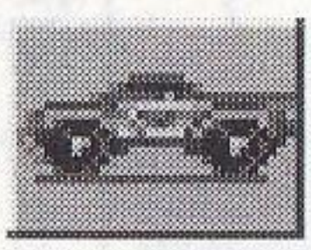
Trike

Rapid moving vehicle, lightly armored.



Raider Trike

Available only to the Ordos, the Raider Trike is the fastest of the ground vehicles. Lightly armored.

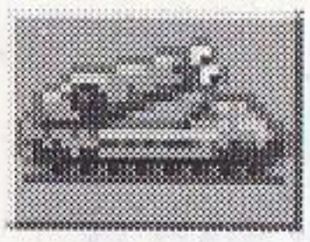


Quad

Fast moving vehicle, slower but more heavily armored than the Trike.

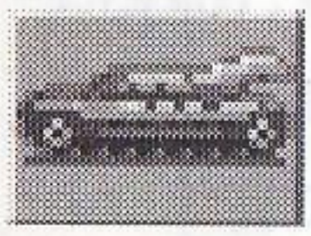
Combat Tank

Your basic tank.



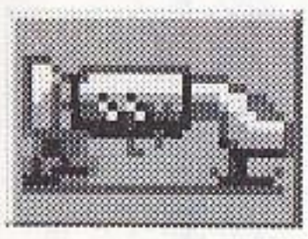
Missile Tank

Launches missiles which can be inaccurate at shorter ranges. More powerful than the other tanks, but lightly armored.



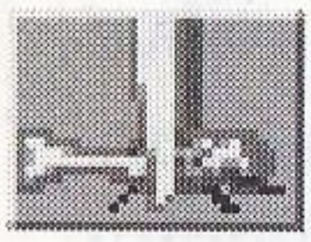
Siege Tank

Heavily armored, slow-moving, and very powerful tank.



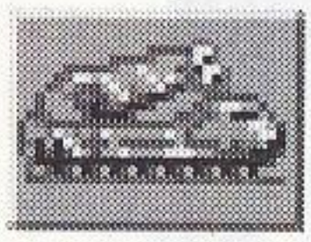
Carryall

Used primarily for rapid deployment and transportation of other units. Once launched, it will operate automatically.



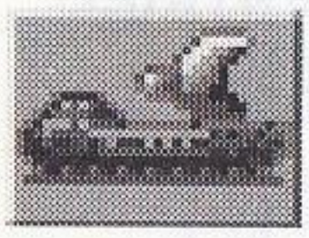
Ornithopter

Aerial assault vehicle used by Ordos and Atreides. Once launched, it will strike repeatedly and automatically at enemy targets.



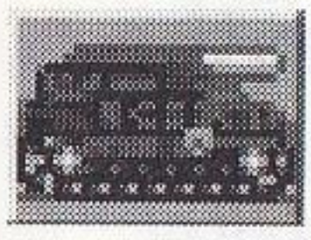
Deviator

Tank which launches mind-altering gas missiles. Causes units to switch sides while under the gas' influence. Used only by Ordos.



Sonic Tank

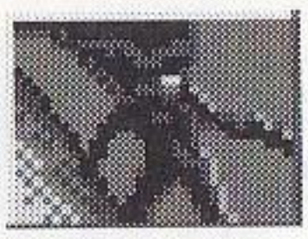
Powerful tank which uses sonic blasts instead of conventional rounds. Favored only by the Atreides.



Devastator

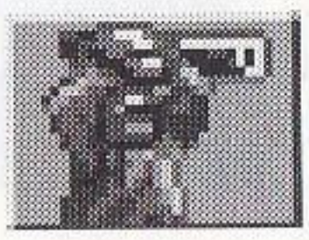
Slow, powerful tank favored by the Harkonnen. When very badly damaged, the Devastator will self-destruct, the resulting explosion damaging nearby units. To manually activate destruction, press A twice with the cursor over the Devastator. The countdown timer will start. To cancel during the countdown, reselect the Devastator by moving the cursor over it and pressing the A button. Then, press A again to stop the detonation.

UNITS



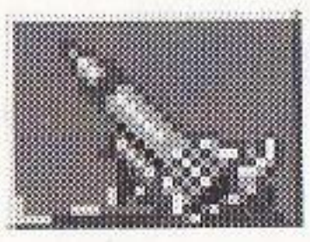
Saboteur

Palace weapon of the Ordos. Runs toward the targeted enemy structure, damaging or destroying it. To target the Saboteur, move the cursor over the Palace and press the A button twice. Use the targeting cursor to provide its initial direction. Once away, the Saboteur acts alone on behalf of the Ordos. (Note: An interval of time must pass before another Saboteur becomes available.)



Fremen

Palace weapon of the Atreides. Natives of Arrakis, these tough ground troops combat the unjust ravaging of Dune. To summon the Fremen, move the cursor over the Palace and press the A button twice. Use the targeting cursor to provide their initial direction. Once away, Fremen operate independently. (Note: An interval of time must pass before more Fremen becomes available.)



Death Hand

Palace weapon of the Harkonnen, and later of the Emperor. Missile that causes tremendous damage to buildings and units. To target the Death Hand, move the cursor over the Palace and press the A button twice. Use the targeting cursor to provide coordinates for the missile. Often inaccurate, the Death Hand will detonate in the vicinity of the targeting coordinates. (Note: An interval of time must pass before another Death Hand becomes available.)

ATREIDES UNITS

Unit	Cost	Arms	Shield	Speed	Range	Outpost Required	Hi-Tech Required	Production Building	1st Mission Available
Soldier	60	4	20	8	2	N	N	Barracks	2
Infantry	100	4	50	5	2	N	N	Barracks	2
Harvester	300	0	150	30	—	N	N	Vehicle Factory, Starport, Refinery	1
MCV	900	0	150	20	—	Y	N	Vehicle Factory, Starport	4
Trike	150	8	100	60	3	N	N	Vehicle Factory, Starport	2
Quad	200	10	130	50	3	N	N	Vehicle Factory, Starport	3
Combat Tank	300	38	200	25	4	Y	N	Vehicle Factory, Starport	4
Missile Tank	450	112	100	30	9	Y	N	Vehicle Factory, Starport	5
Siege Tank	600	45	300	20	5	Y	N	Vehicle Factory, Starport	6
Carryall	800	0	100	200	—	N	Y	Hi-Tech	5
Ornithopter	600	75	3	150	50	N	Y	Hi-Tech	7
Sonic Tank	600	90	110	30	8	N	Y	Vehicle Factory	7
Fremen	0	8	220	15	3	N	N	Palace	8

ORDOS UNITS

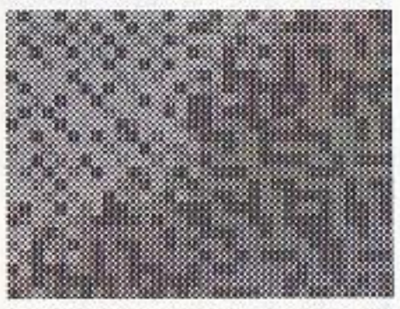
Unit	Cost	Arms	Shield	Speed	Range	Outpost Required	Hi-Tech Required	Production Building	1st Mission Available
Soldier	60	4	20	8	2	N	N	Barracks	2
Infantry	100	4	50	5	2	N	N	Barracks	2
Trooper	100	8	45	10	3	N	N	Barracks	4
Troopers	200	8	110	15	3	N	N	Barracks	6
Harvester	300	0	150	30	—	N	N	Vehicle Factory, Starport, Refinery	1
MCV	900	0	150	20	—	Y	N	Vehicle Factory, Starport	4
Trike	150	8	100	60	3	N	N	Starport	6
Raider Trike	150	8	80	75	3	N	N	Vehicle Factory	2
Quad	200	10	130	50	3	N	N	Vehicle Factory, Starport	3
Combat Tank	300	38	200	25	4	Y	N	Vehicle Factory, Starport	4
Missile Tank	450	112	100	30	9	Y	N	Starport	6
Siege Tank	600	45	300	20	5	Y	N	Vehicle Factory, Starport	7
Carryall	800	0	100	200	—	N	Y	Hi-Tech	5
Ornithopter	600	75	3	150	50	N	Y	Hi-Tech	7
Deviator	750	0	120	30	7	N	Y	Vehicle Factory	7
Saboteur	0	150	40	40	2	N	N	Palace	8

HARKONNEN UNITS

Unit	Cost	Arms	Shield	Speed	Range	Outpost Required	Hi-Tech Required	Production Building	1st Mission Available
Trooper	100	8	45	10	3	N	N	Barracks	2
Troopers	200	8	110	15	3	N	N	Barracks	4
Harvester	300	0	150	30	—	N	N	Vehicle Factory, Starport, Refinery	1
MCV	900	0	150	20	—	Y	N	Vehicle Factory, Starport	4
Trike	150	8	100	60	3	N	N	Starport	6
Quad	200	10	130	50	3	N	N	Vehicle Factory, Starport	3
Combat Tank	300	38	200	25	4	Y	N	Vehicle Factory, Starport	4
Missile Tank	450	112	100	30	9	Y	N	Vehicle Factory, Starport	5
Siege Tank	600	45	300	20	5	Y	N	Vehicle Factory, Starport	6
Carryall	800	0	100	200	—	N	Y	Hi-Tech	5
Devastator	800	60	400	10	5	N	Y	Vehicle Factory	7
Death Hand	0	150	70	250	—	N	N	Palace	8

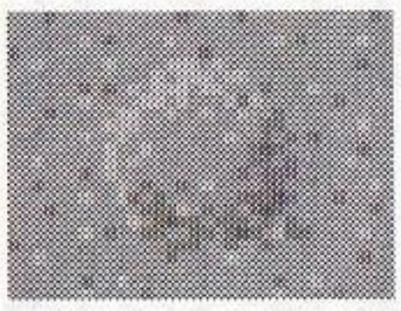
TERRAIN

SPICE FIELD



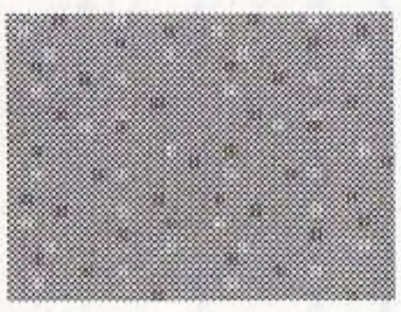
Spice generally occurs along the surface and is a reddish-orange color which distinguishes it from normal sand. The deeper the red, the richer the spice field.

SPICE BLOOM



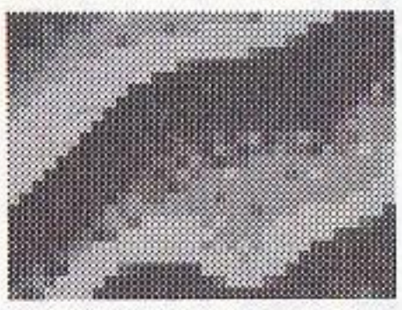
Rich fields of spice are concentrated and hidden under spice mounds. Disturbing a mound by firing at it or moving a unit over it activates the chain reaction that creates the spice field. Any units over the mound during this reaction will be lost.

ARRAKEEN SAND



Sand is the most common type of terrain found on Arrakis. Most vehicles on Dune are specially designed to travel upon this terrain. Sand Worms are a danger when traveling across the open desert.

SAND DUNES

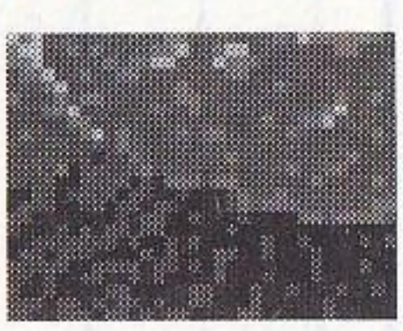


Extensive sand dunes are formed by the constant windstorms. They are difficult to traverse, especially for Infantry and Troopers.

ROCK FORMATIONS

Rock formations are the only terrain features that provide acceptable building sites. Sand Worms cannot cross rock formations.

RUGGED MOUNTAINS



Mountains are impassible to all vehicles but may be crossed by Infantry and Troopers.

PASSWORDS CHART

#	ATREIDES	HARKONNEN	ORDOS
2			
3			
4			
5			
6			
7			
8			
9			

STRATEGY NOTES

STRATEGY NOTES

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